

JAPANESE [JP,11-333141,A]

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CLAIMS DETAILED DESCRIPTION TECHNICAL FIELD PRIOR ART EFFECT OF THE INVENTION TECHNICAL PROBLEM MEANS DESCRIPTION OF DRAWINGS DRAWINGS

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[Translation done.]

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## DETAILED DESCRIPTION

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### [Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the game equipment which is game equipment and game equipment which reads a game program by means of communications, and performs a game in more detail, and has the feature especially in a screen display.

[0002]

[Description of the Prior Art] From the former, various game equipments were offered and actual use has been presented. As such game equipment, there were business-use game equipment which is mainly used in a game center etc., home video game equipment which is mainly used at home, portable game equipment formed possible [ a cellular phone ].

[0003] Here, about business-use game equipment, it corresponded in many cases on the occasion of change of the content of a game by exchange of the base which contained the game program. On the other hand, change of the content of a game in home video game equipment or portable game equipment corresponded in many cases by exchange of the cartridge which carried out the interior of the ROM which wrote in the game program, or exchange of CD-ROM.

[0004] While being such, the reception storage of the software for games transmitted from a transmission system is carried out like invention given in JP,6-246063,A at an adapter, and the technology of performing a game using this adapter is indicated. With such technology, change of the content of a game is attained using a transmission system.

[0005] When such technology was merely used, it faced actually performing a game and it had the fault [ like ] to write.

(1) It does not know what game is in the game offered from a transmission system.

(2) The content of each game offered from a transmission system is not understood.

(3) While making the adapter carry out the reception storage of the software for games offered from a transmission system (under the so-called download), a display will be lost on the screen linked to the game machine.

[0006]

[Problem(s) to be Solved by the Invention] Then, first, by the table-of-contents display screen, by displaying the table of contents which shows the kind of game, this invention clarifies what game there is and enables game selection at the display screen. furthermore -- \*\*\*\*\* a table of contents is shown -- so much -- coming out -- since the content of a game cannot be known, in order to know the content of a game of a means to shift to a direct game, and a specific table of contents, as a selection means of a table of contents, the selection demonstration screen which is a means for seeing the demonstration screen of a game shown in the specific table of contents is prepared, and it enables it to see the content of a game

[0007] Moreover, although the time which has read the software for games exceeds for several minutes, since it is boring when a screen display is lost, while having read this software for games, while having read this software for games, the compulsive demonstration screen which displays the read demonstration screen of a game is prepared.

[0008]

[Means for Solving the Problem] Then, it is game equipment for invention according to claim 1 reading a game program, and performing a game by means of communications, among this inventions. While including the demonstration program for telling the outline of the content of a game other than the executive program of a game in the game program transmitted by means of communications The table-of-contents display screen which displays two or more games at least as a mode of a screen display in game equipment, It is characterized by having the selection demonstration screen which can be chosen from a table of contents, and the compulsive demonstration screen of the selected game displayed while having read the executive program of the selected game besides a game execution screen.

[0009] Here, means of communications also contains a radiotelephone like invention according to claim 3 besides the telephone of the usual cable. Moreover, a radiotelephone means telephones other than the telephone of a cable here like the telephone connected to the telephone line through a base station, and the telephone using satellite communication. At least, game equipment has the display and the operation switch and can also make a cartridge connectable.

[0010] Furthermore, although it is also possible to carry out the interior of the means of communications into game equipment, also let game equipment and means of communications be the things of another object. At this time, to have a connectable external extension connector through means of communications and a communication connector in game equipment itself, a cartridge, a communication code, or means of communications is needed. The executive program of a game means the program for making operation perform a screen display, game advance, etc. until it results [ from the start of a specific game ] in an end.

[0011] The program for displaying the feature portion of the game of specification [ a demonstration program ] on a screen is said. The table-of-contents display screen is a screen for choosing a specific game out of two or more games, it is also possible to display two or more games on the same screen, or it is also possible to display two or more games on a screen one by one. Moreover, as a gestalt of a display, it can also consider only as a game name and it is also possible to attach content explanation, to display the typical character, or to display a manufacture company name.

[0012] A game execution screen is a screen when actually performing the game, and is a screen which displays the period until it results [ from the start of a game ] in an end. A selection demonstration screen is a screen as for which the specific game chosen from the aforementioned table-of-contents display screen is indicating by the demonstration. A demonstration means displaying the feature portion of a specific game here.

[0013] While the compulsive demonstration screen has read the executive program of the specific game chosen from the table-of-contents display screen, the screen which shows the demonstration of the specific game compulsorily passed on a screen is said. Actual operation of invention according to claim 1 is explained here. First, means of communications is operated.

[0014] Then, the table-of-contents display screen is displayed on the screen of game equipment. At this time, the executive program of a direct game can be read, things are also made, and the demonstration of the game displayed on the table-of-contents display screen can also be seen. Here, a demonstration will be chosen, while specifying a game, in seeing a demonstration. Then, a selection demonstration screen will be displayed.

[0015] It ends by the input of an end, and the end of a fixed time progress demonstration, and this selection demonstration screen changes to the table-of-contents display screen, or changes to reading of an executive program with reading directions of an executive program. Moreover, directions of reading of a direct executive program read an executive program from the table-of-contents display screen.

[0016] Reading of this executive program also has a thing exceeding several minutes. Then, in the case of reading of such an executive program, it is supposed that the demonstration of the read game is displayed as a compulsive demonstration screen. In addition, an executive program and a demonstration program can also display a selection demonstration screen or a compulsive demonstration screen by carrying out random access, after transmitting both programs as one, when transmitted by means of communications.

[0017] However, the game program transmitted by means of communications can also form a demonstration program and an executive program in ready-for-sending ability separately like invention according to claim 2. Thus, if it forms, even if it not only can display only by reading of a demonstration program, but faces the display of "a compulsive demonstration screen" on the occasion of the display of a "selection demonstration screen", a demonstration program can be read before reading of an executive program.

[0018]

[Embodiments of the Invention] First, the place where the game equipment concerning this invention means it before explaining the gestalt of operation of this invention with the example of illustration is explained. The point in which I have a child have a cellular phone has a start. The following points are got as a reason. - If having two incomes of the husband and wife who are increasing in recent years becomes a cause and sees for parents, it does not know where there is any child, but is uneasy. - Considering attending cram schools of a child etc., parents are worried to the child walking along outside at comparatively late time.

[0019] If a cellular phone is only merely given to a child, it will become impossible to prevent that a child telephones a friend without any restriction. Furthermore, on the other hand, there was also a point that it was doubtful whether it is pleased with the telephone as a role of watch from parents, and a child has. Then, while restricting the dispatch place first and preventing a child's unrestricted telephone, it considered making a pleasant telephone system from making incorporation of a game program possible through telephone, if had also for the child.

[0020] this invention is invention about the game equipment docked with the means of communications of the game materialized on the basis of such the background. First, the outline of this invention is explained according to drawing 1 . In this invention, a radiotelephone 10 and the portable game machine 20 are connected using the connection adapter 30.

[0021] Radiotelephones, such as the so-called PHS, are used as a radiotelephone 10 here. Of course, although it is also possible to use the telephone of a cable, it is desirable that both are portable and to use a radiotelephone 10 from a bird clapper with the combination of a radiotelephone 10 and the portable game machine 20. Furthermore, since the limit of a dispatch place is added, in the telephone divided into the main phone and the cordless handset, it is desirable to use the cordless handset of exclusive use here.

[0022] The button 14 for telephone call transmission other than [ other than a display 11 ] the on-button 12 and the off-button 13 has poked this radiotelephone three concretely. This selects about three places of the telephone of a house, the radiotelephone which parents have, and other suitable telephones as a telephone call transmission place, and it prevents from transmitting it to the other partner. in addition, the thing which parents call from a public telephone etc. here since it has not restricted about a reception place -- being possible . In addition, as the number of such buttons 14 for telephone call transmission, it is also not only three pieces mentioned above but two pieces, one piece, or four pieces or more.

[0023] Furthermore, three buttons are attached to others. One button is the button 15 for the communication to the pin center,large 40 for sending out a game program by means of communications for the game program acquisition concerning this invention. Moreover, the 2nd button is the button 16 of E-mail transmission and reception. Furthermore, the 3rd button is the button 17 for emergencies, and is directly linked with the police.

[0024] In addition, it is also possible to make it go via the same accelerator point, and to perform a game program and transmission and reception of the data based on an E-mail. In this case, also let the button 15 for the communication to the pin center, large 40 for sending out the game program mentioned above by means of communications, and the button 16 of E-mail transmission and reception be the single buttons of one.

[0025] In this, a pin center, large 40 can keep much game programs, and can supply them through means of communications. Furthermore, E-mail transmission and reception are transmission and reception of an E-mail performed by using this game machine 20 as an input medium of the telephone number of a dispatch place while using the portable game machine 20 as placing media, such as a character.

[0026] Therefore, for the pin center, large 40 and the police which transmit a game program while having three transmission places chosen by making it dock with the portable game machine 20, and a countless reception place, the radiotelephone 10 in the gestalt of this operation can perform transmission and reception of an E-mail freely while being ready-for-sending ability. In addition, although not illustrated, the electric power switch, the dc-battery, etc. are attached to this radiotelephone.

[0027] On the other hand, the portable game machine 20 is equipped with the cartridge entry 23 grade which can connect the display 21 using liquid crystal etc., various kinds of switches 22, and a cartridge. Furthermore, the connection adapter 30 connects between the jack 31 to a radiotelephone 10, and the jacks to a game machine by the cable 33, and is formed. Moreover, with the gestalt of this operation, the cartridge 32 for connection of the configuration same as a jack to a game machine as the cartridge which is carrying out the interior of the game software is used. Furthermore, this connection adapter 30 is carrying out the interior of the mutually convertible communications protocol conversion means for the communications protocol of a radiotelephone 10 and a game machine 20.

[0028] Next, the hardware needed for this invention is explained. As shown in drawing 2, the storage means 50 and the communications protocol conversion means 54 are needed for a radiotelephone 10. Although not illustrated, for example besides ROM, it can rewrite for the storage means 50 and the so-called flash memory with an unnecessary backup power supply is built in it here.

[0029] Moreover, the communications protocol conversion means 54 can change the communications protocol of a radiotelephone 10, and the communications protocol of a game machine 20 mutually. Merely, this communications protocol 54 cannot carry out preparing in a radiotelephone 10 like the gestalt of this operation, but can also prepare it in a game machine 20 or the connection adapter 30. When a cartridge 32 is especially used as a jack to a game machine like the gestalt of this operation, the interior of the communications protocol conversion means 54 can also be carried out into this cartridge 32.

[0030] Furthermore, there are a program storage area 51, the telephone number storage region 52, and a data storage area 53 in the aforementioned storage means 50. Although not illustrated, the interior of the ROM is carried out to the program storage area 51 here. Although the interior of the mail composition means for specifically transmitting and receiving the E-mail other than a function which performs transmission and reception with a pin center, large 40, a mail transmitting means, a mail receiving means, the mail transfer means, etc. is carried out, since the summary of this invention is another function, detailed explanation is omitted. In addition, in order to perform transmission and reception with a pin center, large 40, it has the pin center, large transmitting means for calling the number of the pin center, large 40 memorized by the telephone number storage region 52, and the pin center, large receiving means for receiving the game program transmitted from a pin center, large 40, and memorizing to a data storage area.

[0031] It can rewrite in the telephone number storage region 52, and the so-called flash memory with an unnecessary backup power supply is built in it. Moreover, the telephone number of the police and a pin center, large 40 other than the three telephone numbers mentioned above is made to have memorized here. Furthermore, the transmission place of the E-mail using the game machine 20 can also be made to memorize if needed.

[0032] It can rewrite in a data storage area 53, and the so-called flash memory with an unnecessary backup power supply is built in it. With the gestalt of this operation, the portable game machine 20 which usually uses for performing the game memorized in the cartridge is being used for a game machine 20 by inserting a cartridge. Therefore, as long as the usual portable game machine 20 is used like the gestalt of this operation, software with another reading a game program by means of communications is needed. Then, with the gestalt of this operation, such software is contained in the cartridge 32 of a connection adapter.

[0033] Although not illustrated, for example besides ROM, it can rewrite in this cartridge 32 and the so-called flash memory with an unnecessary backup power supply is built in it. And a program storage area 60 and the data saved area 61 are in this. A program storage area 60 is a field for storing a program, and the program stored in this program storage area is read into a game machine 20 by the pin center, large receiving means, and becomes possible [ receiving the game program transmitted from the pin center, large 40 ].

[0034] Moreover, the data saved area 61 needs to be able to rewrite, since it is transmitted from a pin center, large 40 and a game program is saved, and to be able to memorize, it can rewrite and the so-called flash memory with an unnecessary backup power supply is used. Moreover, the game program transmitted from the pin center, large 40 is saved at this data saved area.

[0035] In addition, it is also possible not to form the data saved area 61 in the interior of a cartridge 32, but to prepare in the interior of a game machine 20 like the gestalt of this operation, and preparing in the interior of a radiotelephone 10 is also possible. Furthermore, dividing and preparing is also possible. Next, the actual operation of the game equipment concerning this invention is explained according to a view 4 or an octavus view.

[0036] First, a radiotelephone 10 and the portable game machine 20 are made to switch off, and the button 15 for the

communication to the pin center, large subsequently to a radiotelephone 10 prepared is pushed. Consequently, it starts by having connected the radiotelephone 10 to the pin center, large 40 through means of communications. It is drawing 4 which showed the flow chart from this start.

[0037] Then, a "menu screen" is displayed on the display 21 of the portable game machine 20 (S100). The selection key of the table-of-contents display screen, the selection key of a help, the selection key of an end, etc. are prepared in the "menu screen" here. In addition, it is also possible to display outline explanation of the operation of this game machine etc. on this "menu screen" here.

[0038] Subsequently, it is judged as "\*\*\*\*\*" whether either of two or more selection keys displayed on this "menu screen" was pushed (S101). When "\*\*\*\*\*" is NO here, it shifts to a flow chart A. Moreover, when "\*\*\*\*\*" is YES next, it is judged as "table-of-contents selection" in a "menu screen" whether the "table-of-contents display screen" was chosen (S102).

[0039] When "table-of-contents selection" is NO here, the program which others chose is performed. Moreover, when "table-of-contents selection" is YES, it shifts to a flow chart B. A of the flow chart of drawing 4 mentioned above shifts to the flow chart shown in drawing 5.

[0040] Here, fixed time is measured, and when there is also no operation of what during fixed time, it is going to carry out END processing automatically. a \*\*\*\*\* [ having specifically passed fixed time ] -- -- it is judged by fixed time progress" (S200), and although the loop is drawn in order to measure fixed time progress when the judgment result is NO, in YES, it considers as " and" as it is

[0041] Moreover, B of the flow chart of drawing 4 shifts to the flow chart shown in drawing 6. Here, since the table of contents is already chosen by S102, the "table-of-contents display screen" is displayed first (S300). This "table-of-contents display screen" consists of a "table-of-contents display" as which the table of contents of a game is displayed, and an "operation display" which is the display for performing operation of a game etc.

[0042] A "table-of-contents display" is a screen for choosing a specific game out of two or more games here, it is also possible to display two or more games on the same screen, or it is also possible to display two or more games on a screen one by one. Moreover, as a form of a display, it can also consider only as a game name and it is also possible to attach contents explanation, to display the typical character, or to display a manufacture company name.

[0043] The form of this operation has merely shown as an example what displayed the game name for the facilities of explanation. Moreover, the key for having, when all games cannot display on one screen, and making the displayed game name scroll is prepared next to this "table-of-contents display" (it does not \*\*\*). Furthermore, with the form of this operation, a game can be specified now by clicking the game name of a "table-of-contents display."

[0044] Moreover, the demonstration selection key for displaying the reading selection key for reading the program of the specified game and the demonstration screen of the specified game, the selection key of a front screen, the selection key of a help, the selection key of an end, etc. are prepared in the "operation display." Subsequently, it is judged as "\*\*\*\*\*" whether either of two or more selection keys displayed on this "table-of-contents display screen" was pushed (S301).

[0045] When "\*\*\*\*\*" is NO here, it shifts to the flow chart A mentioned above. Moreover, when "\*\*\*\*\*" is YES next, it is judged as "specific table-of-contents selection" in the "table-of-contents display screen" whether "specific table-of-contents selection" was chosen (S302). When "specific table-of-contents selection" is NO here, the program which others chose is performed.

[0046] Moreover, when a specific game is chosen out of the game of a large number as which "specific table-of-contents selection" was displayed on YES, i.e., a table-of-contents display, it is judged as "directions specification" what next the specified game is carried out (S303). Specifically in the mode of this operation, it will be judged whether one key of the demonstration selection keys for displaying the reading selection key for reading the executive program of the specified game or the specified demonstration screen of a game was pushed.

[0047] When such "directions specification" is NO, it shifts to the flow chart A mentioned above. Moreover, in YES next, it is judged as "demonstration specification" whether the directions specified by S303 are the demonstration selection keys for displaying the demonstration screen of the specified game (S304).

[0048] Although the case of NO was specified here, the game was specified by S302 and directions specification was performed by S303, since it is the case where a demonstration screen is not chosen, it is the case where the reading selection key for reading the program of the game specified in this case is chosen. In this case, it shifts to the flow chart shown in drawing 8 which is a procedure for reading a game program.

[0049] Furthermore, it shifts to the flow chart shown in drawing 7 which is a procedure for displaying a demonstration screen in YES by "demonstration specification." The flow chart shown in drawing 7 is a flow chart after displaying a "selection demonstration screen."

[0050] Here, since "demonstration specification" is already judged to be YES by S304, a "selection demonstration screen" is displayed directly (S400). Since this "selection demonstration screen" is a screen where the demonstration of the game specified by S302 is performed and it is the screen displayed as a result of performing selection with reading and the demonstration of an executive program to a specific game, the selection demonstration screen has been called.

[0051] Here, the demonstration which can understand the content of the specified game is projected. Furthermore, the end selection key for terminating compulsorily the reading selection key for reading the executive program of a game and a demonstration is prepared in this "selection demonstration screen."

[0052] Thus, in the state of a "selection demonstration screen", if the demonstration is seen next, it will be judged as "reading selection" whether the executive program of this specific game is read (S401). Consequently, if YES, i.e., reading directions,

is performed, it will shift to the flow chart for reading of the executive program shown in drawing 8. In this case, it is a case as a selection demonstration screen is seen and it got interested in the game.

[0053] Moreover, it is judged as "forced termination" whether YES is not directed, namely, next the selection demonstration screen of this specific game is terminated as it is still a selection demonstration screen (S402). By these S402, if NO, i.e., an end, is not directed, the compulsive demonstration screen will still continue. in this case -- next, when fixed time passes, "a time end" which terminates a demonstration screen is judged (S403) This time end is for terminating a demonstration screen, when you forget connected with a pin center,large.

[0054] In addition, although [ S403 ] it ends by the fixed passage of time, it is possible to also make it end by the end of a demonstration screen. Furthermore, if set to YES by S402 or S403 next, it will be judged as "end directions" whether the connection to a pin center,large itself is ended (S404). If YES is chosen here, connection with a pin center,large will be completed.

[0055] Moreover, when NO is chosen, it will return to E, S300 [ i.e., ], and will choose from a table of contents again. In addition, when there are no fixed time directions also about these "end directions", it is desirable to make it end compulsorily like the flow chart shown in drawing 5. Next, drawing 8 is a flow chart for reading the executive program of a specific game, and when NO is chosen by S304, or when YES is directed by S401, it shifts.

[0056] Here, reading of an executive program is performed first (S500). While reading of such an executive program is performed, it is judged as "a reading end" whether reading of an executive program was completed (S501). While reading is not completed when judged as NO by these S501 namely, it becomes "a compulsive demonstration screen" (S502). During reading of the executive program of a game, this "compulsive demonstration screen" is displaying the read demonstration screen of a game compulsorily so that the display of a screen may not be lost. Although it is this point and the same demonstration screen, it differs from S400 chosen and displayed.

[0057] Moreover, when judged as YES by S501, it will be in "the state which can be game started" and a game will be made started by choosing a start. In addition, after choosing a "selection demonstration screen" and either of "the readings of the executive program of a game" first, you may make it specify a game conversely in the above explanation, although "demonstration specification" of S304 is judged after making a game specify by "specific table-of-contents selection" of S302.

[0058] Moreover, although the publication was omitted, it reads and displays the demonstration program for demonstration screens on a flow chart in front of the "selection demonstration screen" of S400, or "the compulsive demonstration screen" of S502. However, since it can read extremely in a short time compared with the executive program of a game, the display was omitted.

[0059] In addition, an executive program and a demonstration program can also display a selection demonstration screen or a compulsive demonstration screen by carrying out random access, after transmitting both programs as one, when transmitted by means of communications. However, the game program transmitted by means of communications can also form a demonstration program and an executive program in ready-for-sending ability separately. Thus, if it forms, even if it not only can display only by reading of a demonstration program, but faces the display of "a compulsive demonstration screen" on the occasion of the display of a "selection demonstration screen", a demonstration program can be read before reading of an executive program.

[0060]

[Effect of the Invention] As explained above, first, by the table-of-contents display screen, by displaying the table of contents which shows the kind of game, this invention clarifies what game there is and enables game selection at the display screen. furthermore -- \*\*\*\*\* a table of contents is shown -- so much -- coming out -- since the content of a game cannot be known, in order to know the content of a game of a means to shift to reading of the executive program of a direct game, and a specific table of contents, as a selection means of a table of contents, the selection demonstration screen which is a means for seeing the demonstration screen of a game shown in the specific table of contents is prepared, and it enables it to see the content of a game

[0061] Moreover, although the time which has read the software for games exceeds for several minutes, since it is boring when a screen display is lost, while having read this software for games, while having read this software for games, the compulsive demonstration screen which displays the read demonstration screen of a game is prepared.

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